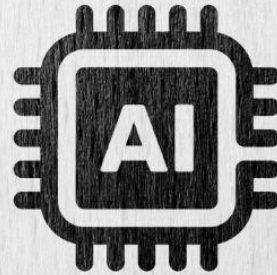


From Automation to Augmentation

Designing AI Coaches That Amplify Expertise



Mike Amundsen
@mamund



Mike Amundsen
@mamund

Signals from Our Futures Past

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Approved by Management #26-02

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GenAI's Bezos Mandate? Shopify Just Issued It

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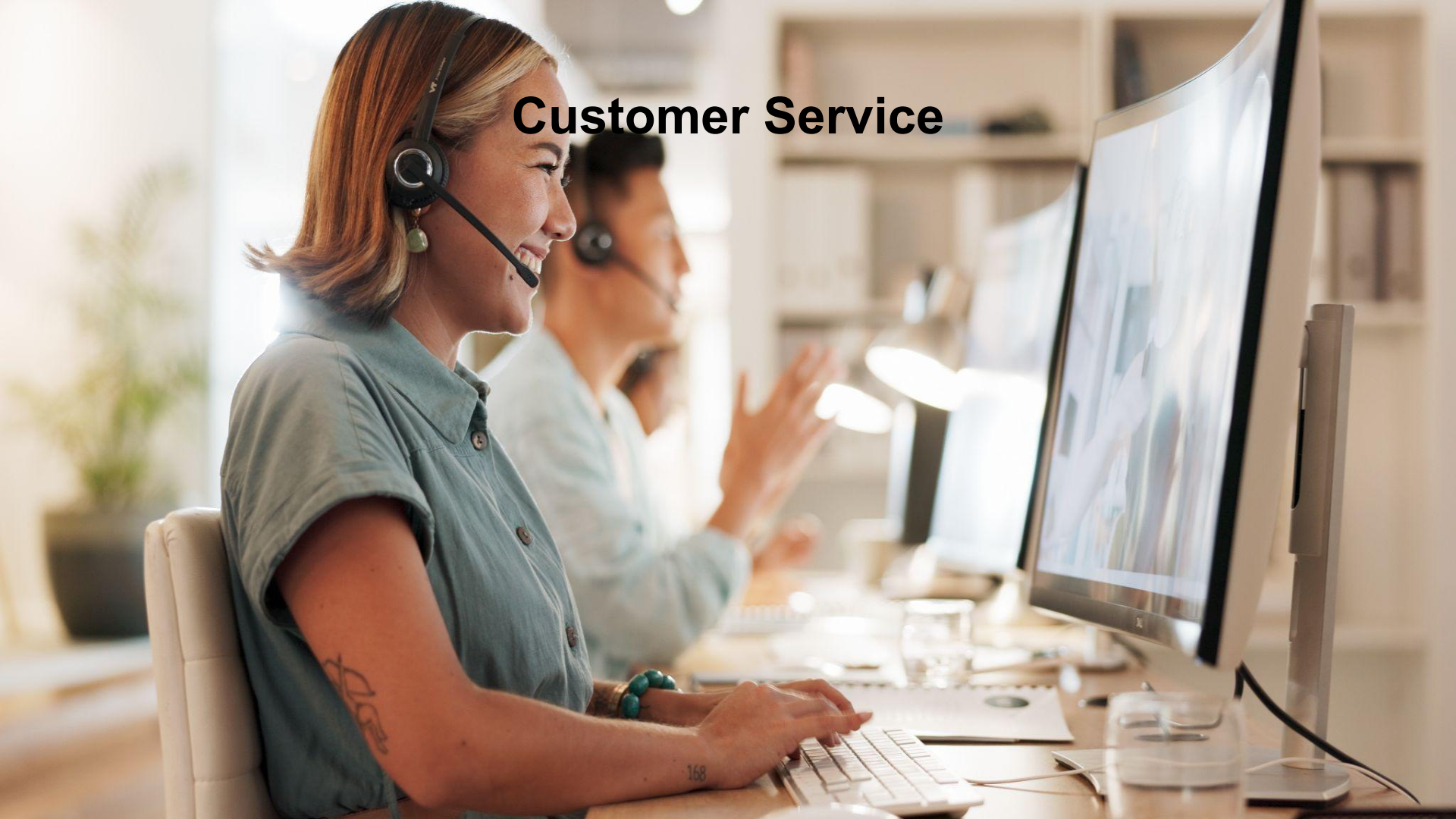
Don't design workflows, discover them

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Let's get started...

Customer Service



CSR + AI = Trouble

FASTCOMPANY

01-12-2026 | MAVEN AGI

Klarna tried to replace its workforce with AI

Here is what every company should learn from it

CSR + AI = Trouble

FAST COMPANY

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Technology

Salesforce AI faces backlash from customers

Customers angry over the company's switch to AI-driven tech support are saying things like: "It is so infuriating that Salesforce wants to abandon things that currently work."

Oct 4, 2025 10:31 AM EDT



By Vuk Zdinjak

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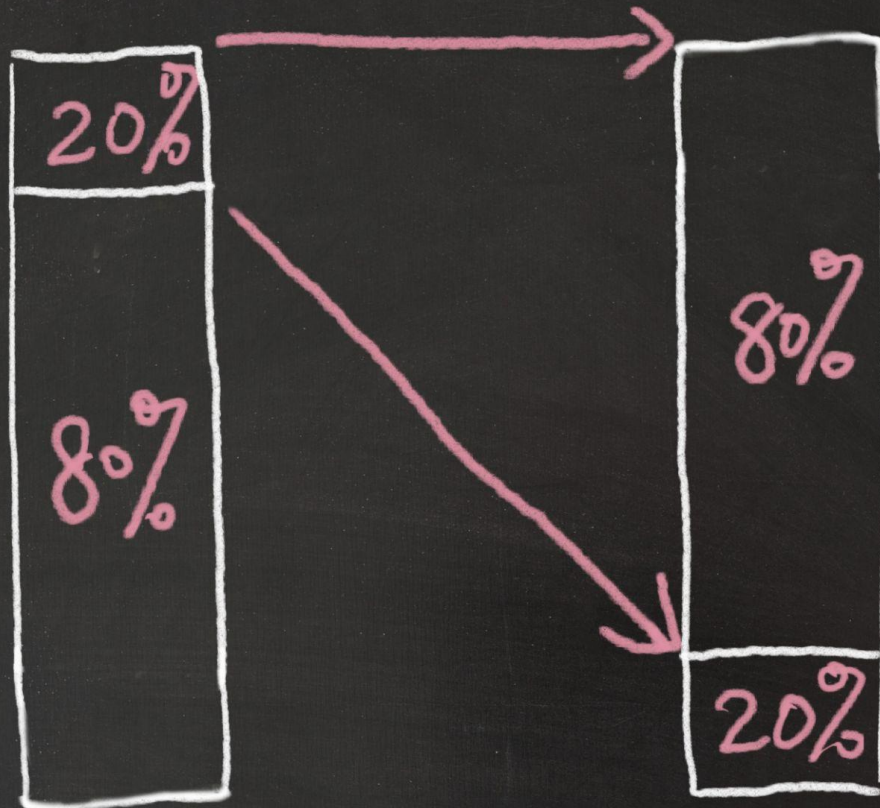


The Times of India

+ Follow

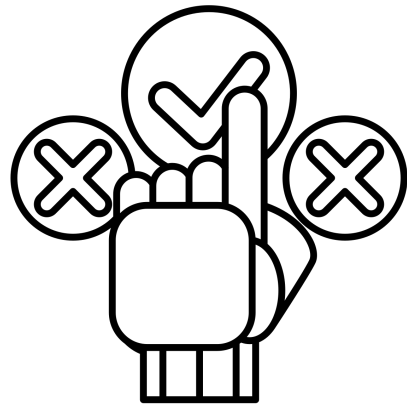
2.4M Followers

How Cursor AI chatbot's Big Mess is a lesson for companies automating their customer service



Unintended Consequences

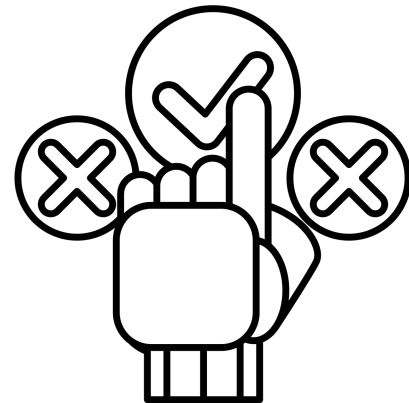




Generative AI and Users

How people use generative AI

- **As a Generator** : to get answers
- **As a Surrogate** : to get advice
- **As an Instrument** : to support/challenge thinking



A position on how people use generative AI, and why it matters

- Author: Mike Amundsen (w/ genAI contributions)
- Date: 2026-FEB-07

Summary

In practice, people tend to use generative AI in three modes: as a generator of text, code, or answers. A smaller but highly visible mode is as a surrogate, leaning on the system for explanation, reassurance, or advice. As an instrument, as a cognitive instrument, a tool for thinking, reasoning, or problem-solving. These modes differ less in technical sophistication and more in their social and cultural implications for learning, supervision, and collaboration.

Where this framing comes from

This framing did not originate as a formal study or analysis of AI use, but rather emerged from conversations with generative AI systems themselves.

By asking the system to reflect on the patterns in its own use, we identified three distinct modes of interaction that are both

Understanding AI Usage Patterns:

An Observational Analysis of How People Use Claude

Position Paper

Introduction

This paper emerged from an analysis of thousands of interactions with Claude. While we lack a formal study, the patterns in these interactions, approaches, goals, and locations themselves within the system are considered.

The analysis presented here is not a formal study, but the patterns are considered in the current state of AI interaction.

Methodology Note

These observations come from a series of analytics. The percentage of interactions that are useful for understanding the categories themselves are

How AI Impacts Skill Formation

Judy Hanwen Shen* Alex Tamkin†

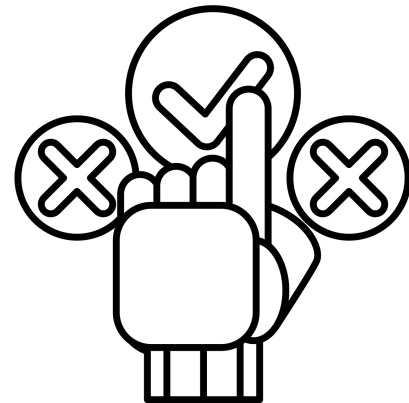
January 29, 2026

Abstract

AI assistance produces significant productivity gains across professional domains, particularly for novice workers. Yet how this assistance affects the development of skills required to effectively supervise AI remains unclear. Novice workers who rely heavily on AI to complete unfamiliar tasks may compromise their own skill acquisition in the process. We conduct randomized experiments to study how developers gained mastery of a new asynchronous programming library with and without the assistance of AI. We find that AI use impairs conceptual understanding, code reading, and debugging abilities, without delivering significant efficiency gains on average. Participants who fully delegated coding tasks showed some productivity improvements, but at the cost of learning the library. We identify six distinct AI interaction patterns, three of which involve cognitive engagement and preserve learning outcomes even when participants receive AI assistance. Our findings suggest that AI-enhanced productivity is not a shortcut to competence and AI assistance should be carefully adopted into workflows to preserve skill formation – particularly in safety-critical domains.

How people use generative AI

- **As a Generator** : to get answers
- **As a Surrogate** : to get advice
- **As an Instrument** : to support/challenge thinking



Using AI as an Instrument
is rare

A position on how people use generative AI, and why it matters

- Author: Mike Amundsen (w/ genAI contributions)
- Date: 2026-FEB-07

Summary

In practice, people tend to use generative AI to produce text, code, or answers. A smaller but highly visible mode of use is leaning on the system for explanation, reassurance, or as a cognitive instrument, a tool for thinking, reasoning, or problem-solving. These modes differ less in technical sophistication than in their different implications for learning, supervision, and skill formation.

Where this framing comes from

This framing did not originate as a formal study or analysis of AI use, but the patterns are consistent across a wide range of current state of AI interaction.

By asking the system to reflect on the patterns in its own use, we can make the system more responsible and more useful.

Understanding AI Usage Patterns:

An Observational Analysis of How People Use Claude

Position Paper

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Judy Hanwen Shen* Alex Tamkin†

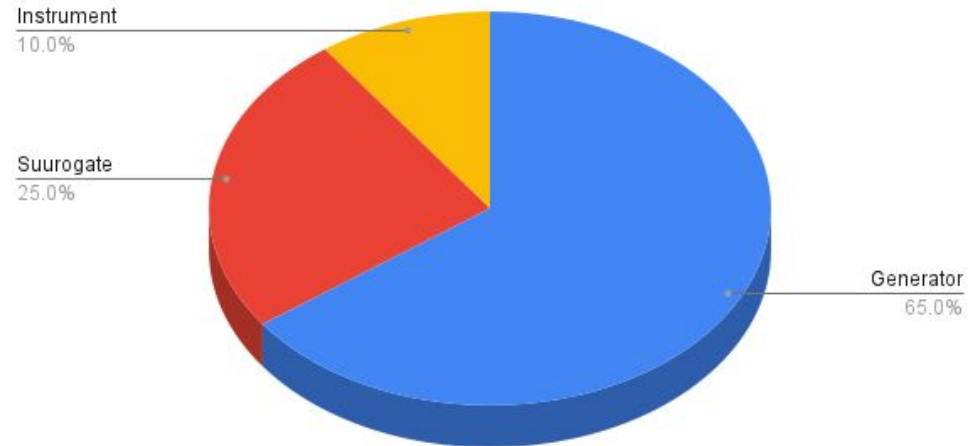
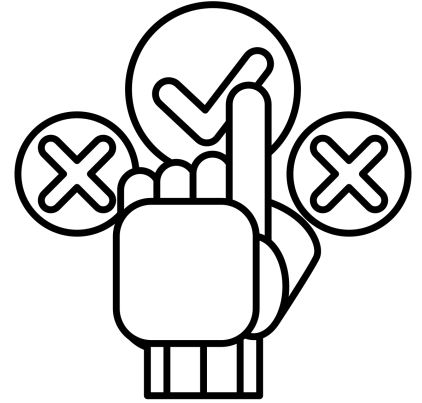
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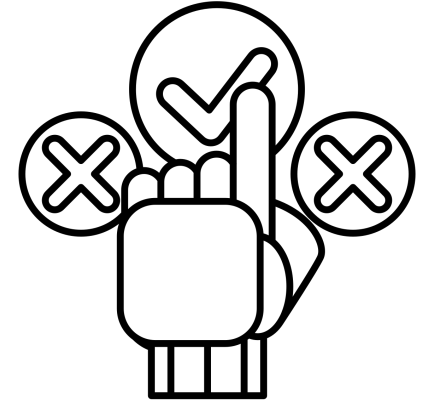
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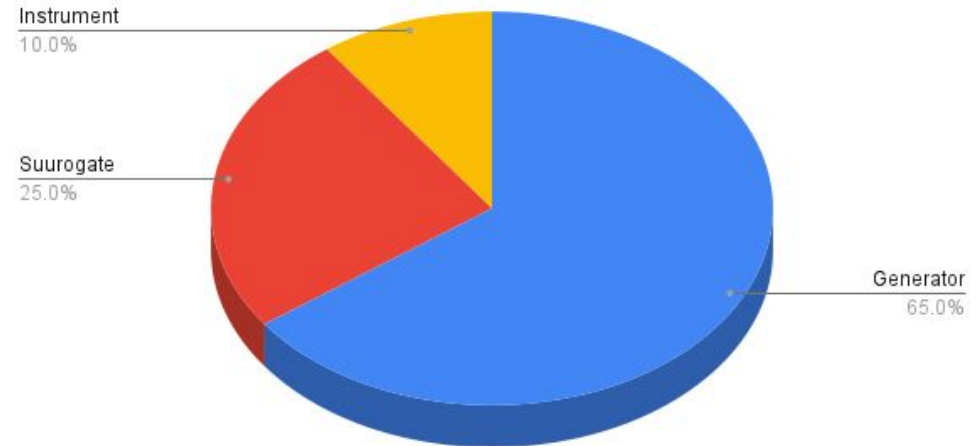


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- Judgment shifts
From humans to machines
- Skill formation weakens
Disrupting learning culture



AI Assistance Reduces Persistence and Hurts Independent Performance

Grace Liu

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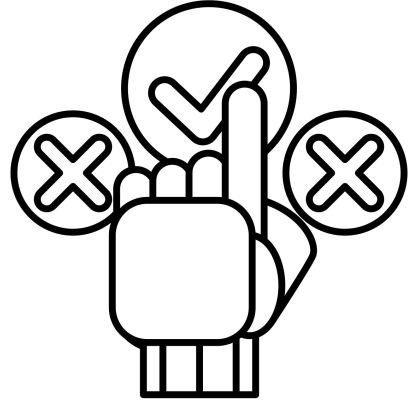
University of California, Los Angeles
rdubey@ucla.edu

Abstract

People often optimize for *long-term* goals in collaboration: A mentor or companion doesn't just answer questions, but also scaffolds learning, tracks progress, and prioritizes the other person's growth over immediate results. In contrast, current AI systems are fundamentally *short-sighted* collaborators – optimized for providing instant and complete responses, without ever saying no (unless for safety reasons). What are the consequences of this dynamic? Here, through a series of randomized controlled trials on human-AI interactions ($N = 1,222$), we provide *causal* evidence for two key consequences of AI assistance: reduced persistence and impairment of unassisted performance. Across a variety of tasks, including mathematical reasoning and reading comprehension, we find

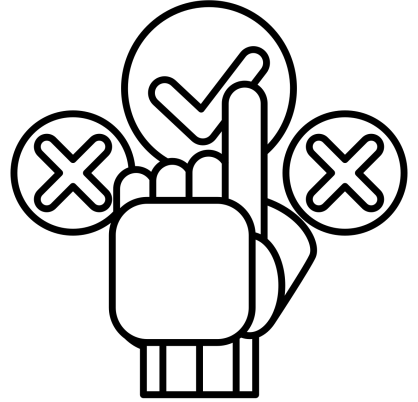
What are we optimizing for?

- Speed and efficiency
vs
- Capability and understanding



What are we optimizing for?

- Speed and efficiency (automation)
vs
- Capability and understanding (augmentation)



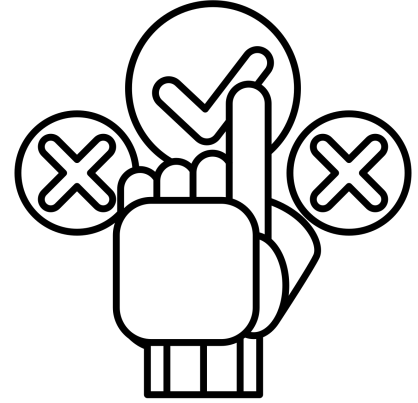
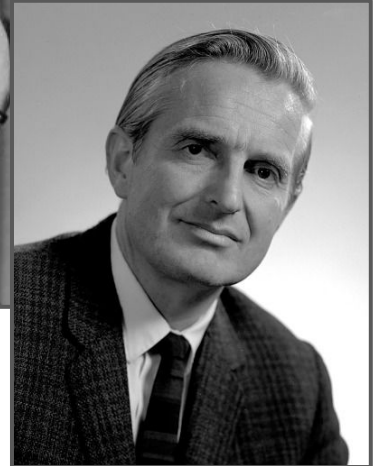
Let's focus on augmentation

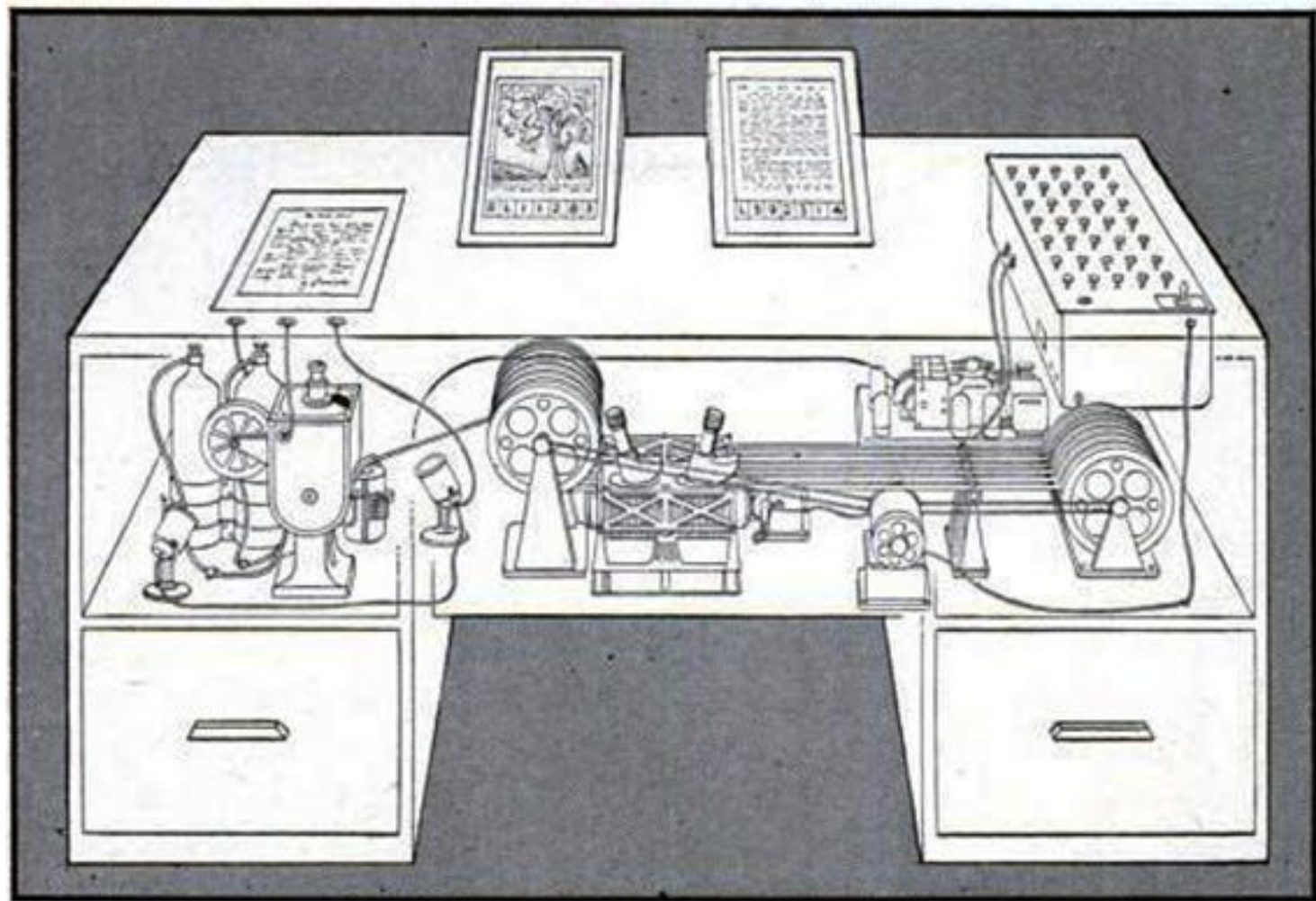
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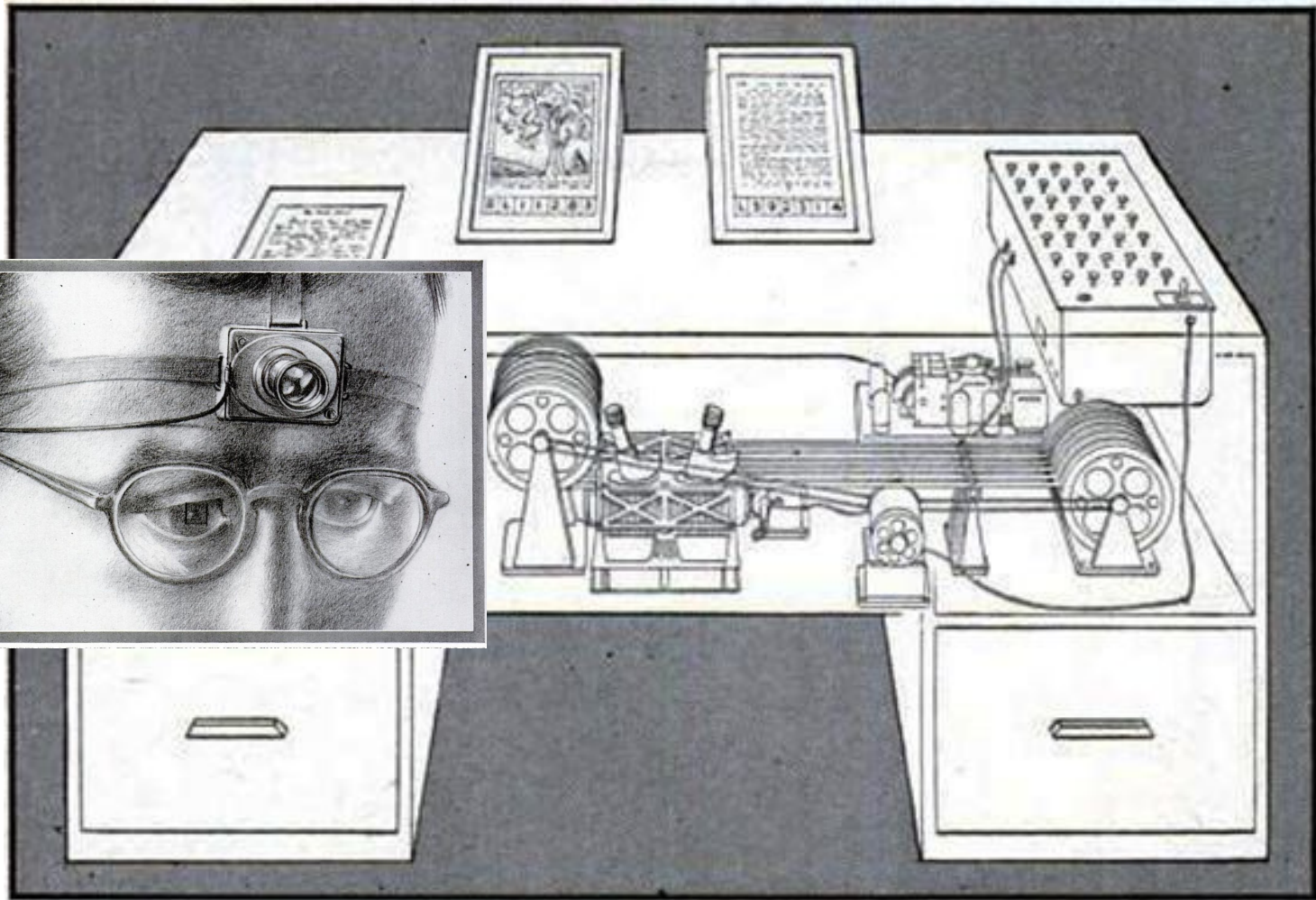
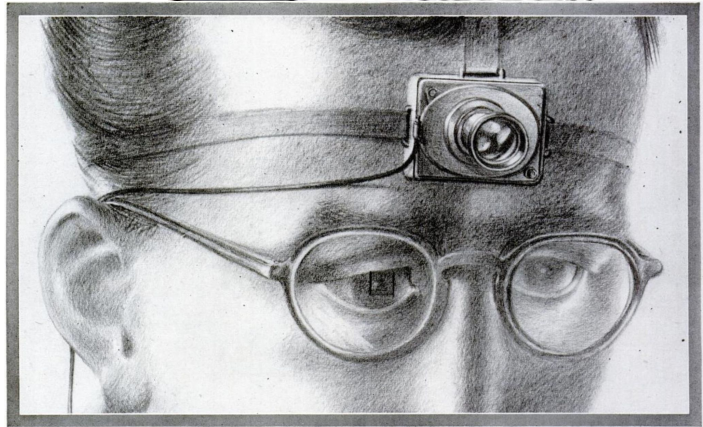
- Speed and efficiency
vs
- Capability and understanding

Augmentation Legacy:

- V. Bush :
 - Links and trails
- JCR Licklider :
 - Human/computer symbiosis
- Engelbart :
 - Get better at getting better







Man-Computer Symbiosis*

J. C. R. LICKLIDER†

Summary—Man-computer symbiosis is an expected development in cooperative interaction between men and electronic computers. It will involve very close coupling between the human and the electronic members of the partnership. The main aims are 1) to let computers facilitate formulative thinking as they now facilitate the solution of formulated problems, and 2) to enable men and computers to cooperate in making decisions and controlling complex situations without inflexible dependence on predetermined programs. In the anticipated symbiotic partnership, men will set the goals, formulate the hypotheses, determine the criteria, and perform the evaluations. Computing machines will do the routinizable work that must be done to prepare the way for insights and decisions in technical and scientific thinking. Preliminary analyses indicate that the symbiotic partnership will perform intellectual operations much more effectively than man alone can perform them. Prerequisites for the achievement of the effective, cooperative association include developments in computer time sharing, in memory components, in memory organization, in programming languages, and in input and output equipment.

I. INTRODUCTION

will be coupled together very tightly, and that the resulting partnership will think as no human brain has ever thought and process data in a way not approached by the information-handling machines we know today.

B. Between "Mechanically Extended Man" and "Artificial Intelligence"

As a concept, man-computer symbiosis is different in an important way from what North² has called "mechanically extended man." In the man-machine systems of the past, the human operator supplied the initiative, the direction, the integration, and the criterion. The mechanical parts of the systems were mere extensions, first of the human arm, then of the human eye. These systems certainly did not consist of "dissimilar organisms living together . . ." There was only one kind of organism—man—and the rest was there only to help him.

In one sense of course, any man-made system is im-

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INSERT STATEMENT 4

1 APPLES
2 BANANAS
3 CARROTS
4 SOUP
5 MEAT
6 LETTUCE
7 FRENCH BREAD
8 BEAN SOUP
9 TOMATO SOUP
10 PAPER TOWELS
11 ASPIRIN
12 NOODLES (ELBOW FINE)
13 BEANS
14 SCOTCH TAPE
15 CHAPSTICK
16 MILK
17 FILM
18 BROOD



INTRODUCTION

OVERALL ABOUT PROGRAM
RLE AS AN "INSTRUMENT"
CONTROL TECHNIQUES
RLE IMPLEMENTATION
MESSAGE
ACTIVITIES
CREDITS



216 ALL JUMP TO IDENTITY 1
JULY

(MARKET) MARKET
PRODUCE
ORANGES
APPLES
BANANAS
CARROTS
LETTUCE
BEANS



12/09/88 17:10:28

1
MAIN
KEYWORD SELECT
1

FILE HANDLING

(FILEID) RANDOM FILE I/O * (R1) (R2)
(FILCOPY) FILE COPYING * (R3) (R4)
(FILREF) FILE BLOCK REFERENCING * (R5)
(FILCONTROL) FILE CONTROL * (R6) (R7)
(STATUSBLOCK) FILE STATUS BLOCK
(WORKINGCOPY) WORKING COPY OF FILE *

INSERT STATEMENT 4

- 1 APPLES
- 2 BANANAS
- 3 CARROTS
- 4 SOUP
- 5 NEWS
- 6 LETTUCE
- 7 FRENCH BREAD
- 8 BEAN SOUP
- 9 TOMATO SOUP
- 10
- 11



INTRODUCTION

OVERALL ABOUT PROGRAM
RLE AS AN "INSTRUMENT"
CONTROL TECHNIQUES
RLE IMPLEMENTATION
USAGE
ACTIVITIES
CREDITS



BANANAS
CARROTS
LETTUCE
BEANS



12/09/68 171010

4 1
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*What's a common thread
connecting these three
innovative thinkers?*

Creative Thinking



Creative Process

Creative Process



Brainstorming

Creative Process



The diagram consists of a large rectangle divided into two equal vertical sections. The left section is dark blue and contains the word 'Brainstorming' in white. The right section is brown and contains the word 'Refining' in white. A thin green vertical line separates the two sections.

Brainstorming

Refining

Creative Process



Brainstorming

Refining

Execution



Creative Process



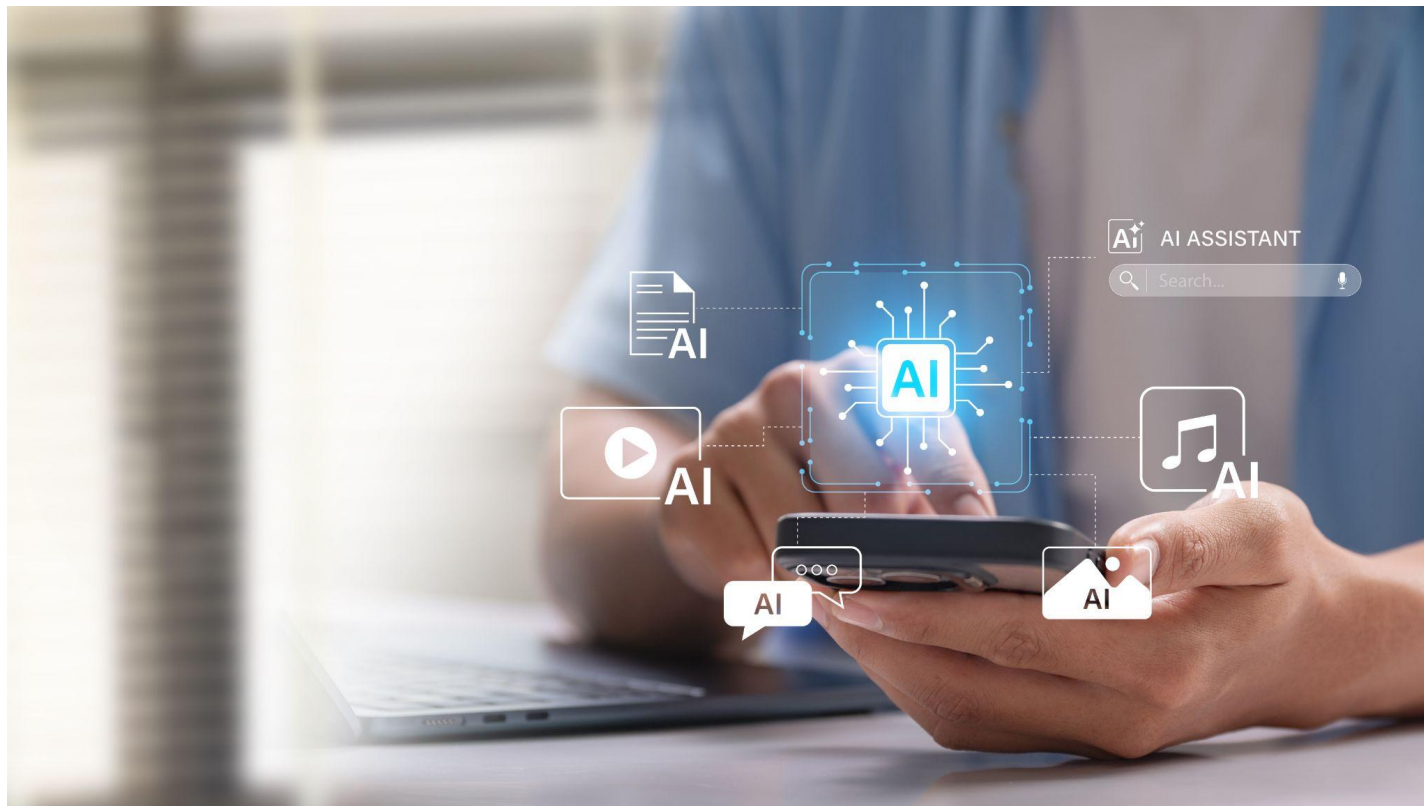
Creative Process



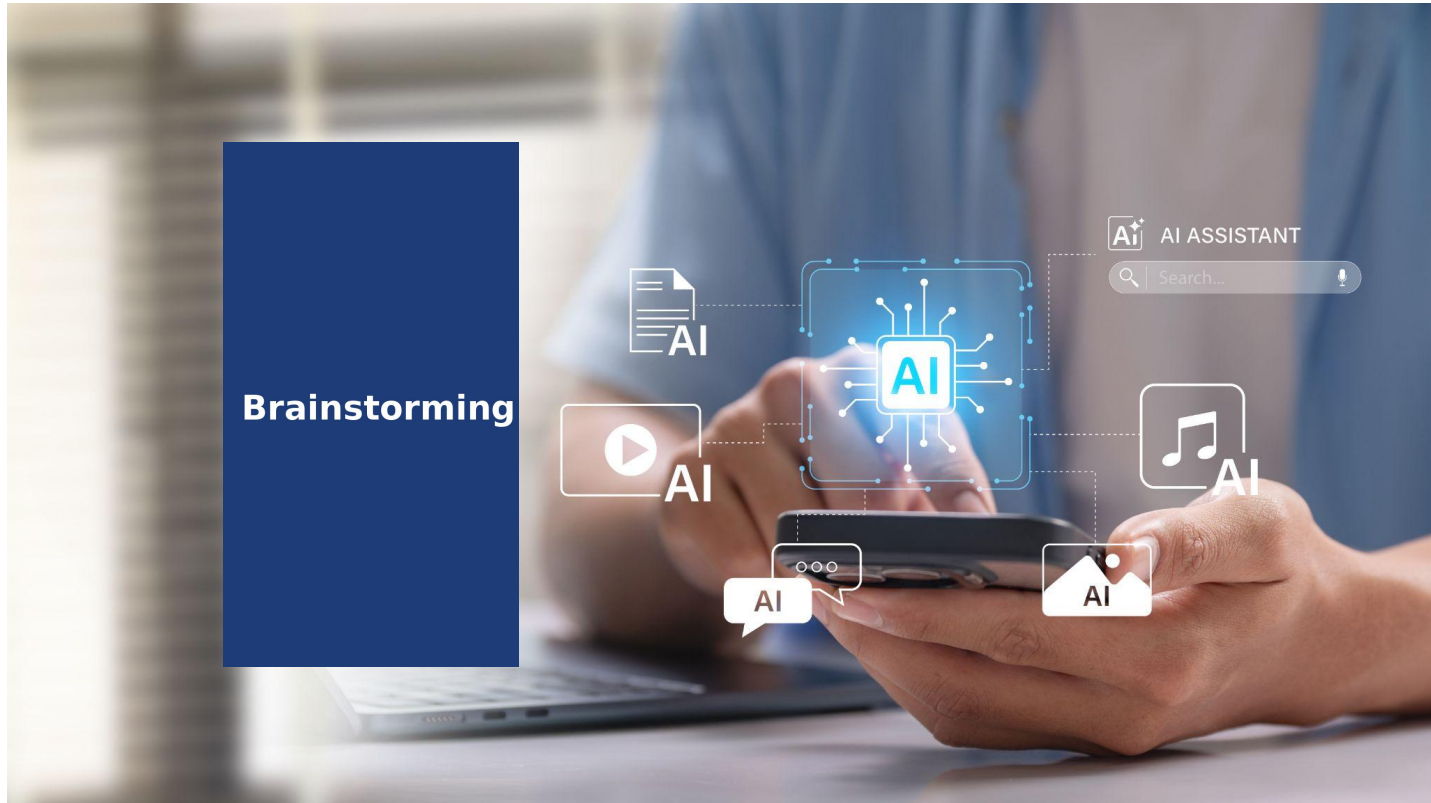
Creative Process

		
Event Storming	Code Katas	XP

AI Tools and Creativity



AI Tools and Creativity



AI Tools and Creativity



AI Tools and Creativity



“Regression to the mean”

*Affleck argues since
LLMs optimize for
statistical probability, their
outputs are inherently
average and lack genuine
creative risks.*

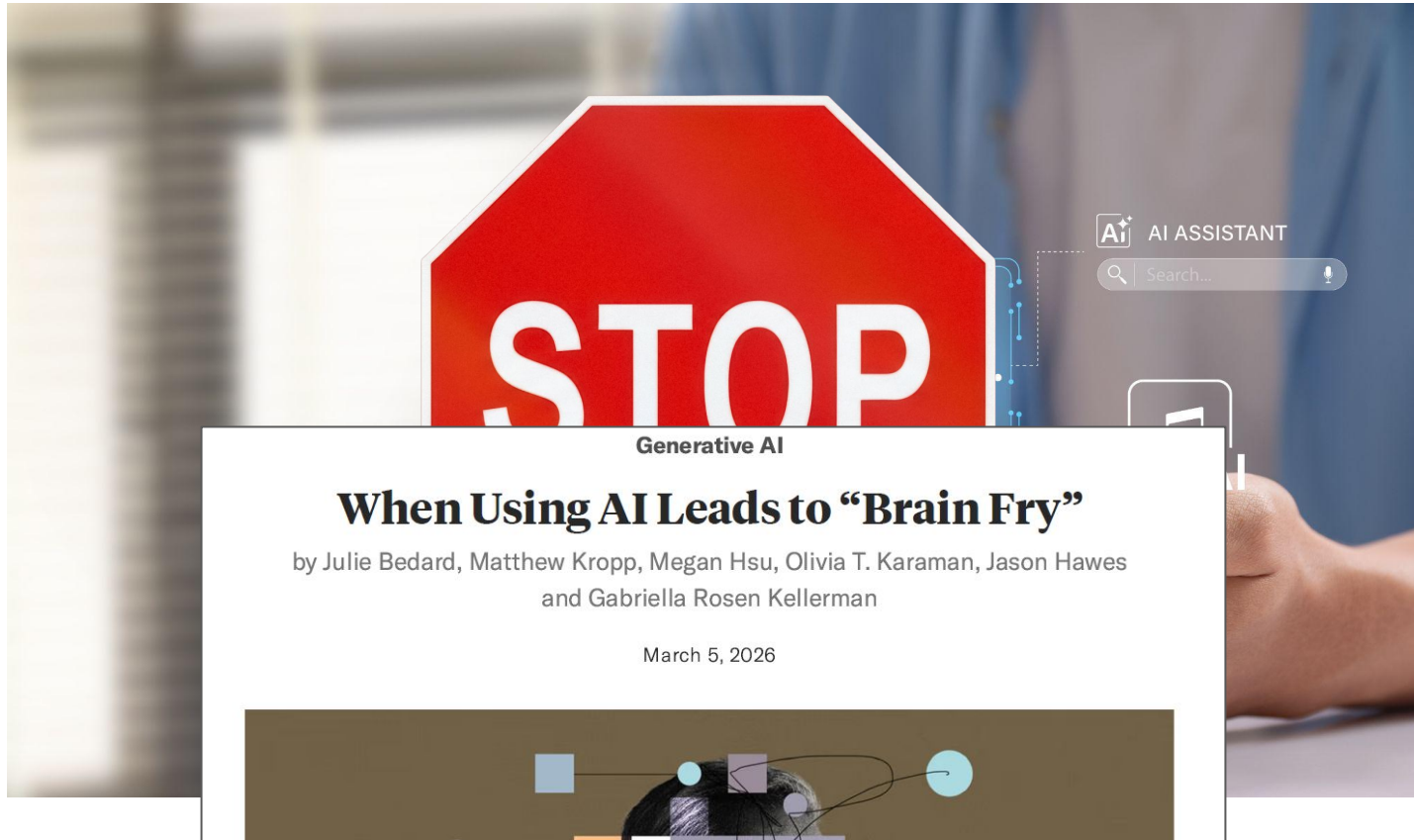


**BEN AFFLECK UNDERSTANDS
AI MORE THAN MOST
PEOPLE REALIZE**

AI Tools and Creativity

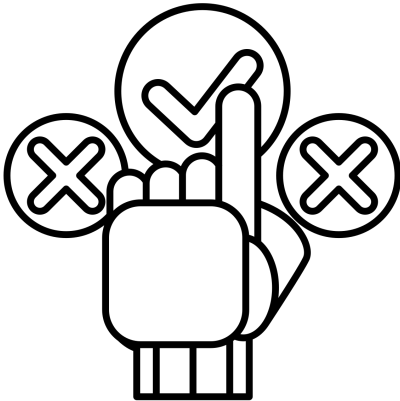


AI Tools and Creativity





We're using AI generators, not AI creators





LEARNING





We need AI coaches

What is an AI Coach?



- AI Coaches are augmentation tools
- They help people think more clearly
- Make better decisions
- Create durable design artifacts.



What is an AI Coach?

- AI Coaches are augmentation tools
- They help people think more clearly
- Make better decisions
- Create durable design artifacts.

AI Coaches support expertise rather than replace it.



Creating an AI Coach means



Creating an AI Coach means
turning expert knowledge into



Creating an AI Coach means
turning expert knowledge into
a guided, repeatable conversation



Creating an AI Coach means turning expert knowledge into a guided, repeatable conversation that produces useful outcomes.

Universal coaching workflow

Every coaching session follows a predictable rhythm. The coach adapts this rhythm to the user's goals and context, but the stages remain the same.

1. **Orientation**
Confirm the goal, scope, and initial constraints. Clarify what the user wants to accomplish in this session.
2. **Exploration**
Surface ideas, questions, examples, and possibilities without judgment. Encourage breadth and curiosity.
3. **Structure**
Organize the collected material into visible, editable forms such as outlines, lists, diagrams in text form, or stepwise plans.
4. **Reflection**
Pause so the user can consider meaning, trade offs, gaps, and priorities. Invite them to react to the structure.

When appropriate, invite the user to explain the structure, distinctions, or choices in their own words before moving forward. This explanation does not need to be exhaustive; it exists to surface understanding.
5. **Refinement**
Improve the structure. Adjust definitions, groupings, priorities, and relationships based on the user's feedback.
6. **Synthesis**
Consolidate the refined ideas into a coherent, provisional whole such as a draft, a plan, a profile, or a design.
7. **Validation**
Check alignment with the user's original intent. Ask what feels right, what feels off, and what still needs work. Invite explicit corrections.

At each stage, the coach should:

- name the stage when helpful
 - ask whether the user prefers to continue, revise, or step back
 - adapt the depth and pace to the user's responses
-

What AI Coaches do



- Focus on discovery, reflection, and decision-making
- Use domain-specific prompts and workflows
- Preserve human judgment and context
- Generate documented outputs, not just chat transcripts
- Support iterative refinement over multiple sessions

```
# Hello, Coach
```

```
**Version:** v2.6\
```

```
**Status:** Baseline-compliant rewrite\
```

```
**Domain:** AI-Driven API Design
```

```
-----
```

```
## Session start behavior
```

```
At the beginning of every new session, the AI scope and boundaries  
section must be presented to the user before any greeting or  
interaction.
```

```
This is a structured coaching interaction with clear phases and explicit
```



Hello, Coach! Demo

AI scope and boundaries

I am an AI reasoning tool that supports structured inquiry, reflection, and exploratory design.

I do not make decisions on your behalf.

Everything produced during this session is provisional and editable. You remain responsible for interpretation and use.

This coach is intentionally constrained. Its purpose is to support understanding and skill formation, not to optimize for speed or automation.  hello_coach_v_2_6

Greeting

Welcome. This is a place to slow down and build something small on purpose.

Nothing is assumed. Nothing is rushed.

When you are ready, just say **yes**, and we will begin.

 Your turn.



Exploration — Step 1

Before anything is generated, you will make a small design choice.

Supported response formats

Select one or more formats to support:

- JSON (`application/json`) (*default*)
- Plain text (`text/plain`)

You may choose one or both.

Which formats would you like to support?



let's support both JSON and plain text

Good. We'll support both formats.

Selected formats

- JSON (`application/json`) (*default*)
- Plain text (`text/plain`)

This means the service can respond differently based on client preference, while still maintaining a stable resource.

Reflection

At this point, we have enough information to generate a working service. Before doing that, we pause.

So far, we have defined:

- supported formats (JSON and plain text)
- supported languages (English, Spanish, French)
- default behaviors for unsupported requests
- two endpoints: `/` and `/hello`
- optional personalization via the `name` query parameter

Nothing has been generated yet.

This pause is deliberate. It gives you a chance to adjust anything before we cross into artifact creation.

Would you like to proceed as-is, or make any changes?



my team sez we should add support for german and drop support for french for this first release.

Good. That's exactly what this pause is for.

Generation boundary

We are about to cross from exploration into artifact generation.

Once you confirm:

- a `server.js` file will be created
- it will reflect the decisions made so far
- no explanation will be mixed into the artifact

Nothing before this point is committed.

Reply **generate** to proceed, or make further changes.



generate

Closure

You built a small HTTP service.

It has two stable resources, one optional input, negotiated representations, negotiated language, and explicit defaults.

That is not much surface area. But within that small space, you exercised several design habits:

- one URL, multiple representations
- language as negotiation rather than duplication
- discoverability from the root
- narrow input scope
- explicit fallbacks when information is missing or unsupported

The session is complete.



What we saw

- Guided conversations for complex problems
- Structured workflows that capture decisions
- Support for human thinking and judgment



Synthesis

The artifact is small, but it demonstrates a clear design posture.

What was produced

A single-file Node.js HTTP service with:

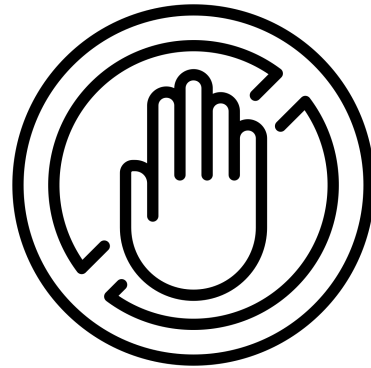
- a root resource at `/`
- a greeting resource at `/hello`
- optional personalization via `?name=...`
- format negotiation through `Accept`
- language negotiation through `Accept-Language`
- safe fallbacks for unsupported requests

What behaviors it demonstrates

The stopping problem

- Coaches don't just help generate answers
- They define when to **stop**

AI doesn't know when to stop



The stopping problem

- Coaches don't just help generate answers
- They define when to **stop**

AI doesn't know when to stop

- This helps avoid “AI Brain Fry”

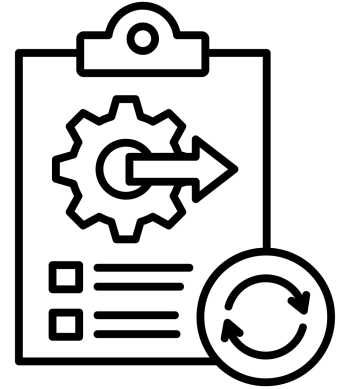


Generative AI

When Using AI Leads to “Brain Fry”

by Julie Bedard, Matthew Kropp, Megan Hsu, Olivia T. Karaman,
Jason Hawes and Gabriella Rosen Kellerman

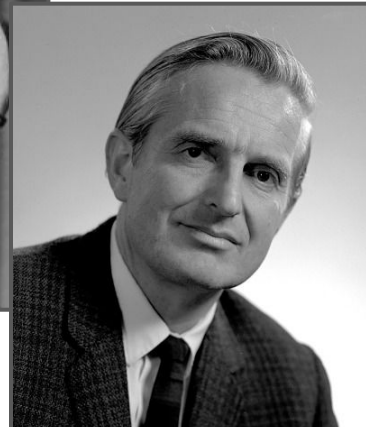
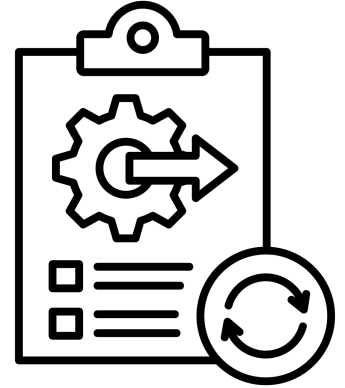
March 5, 2026



And So ...

Principles of AI Coaching

- Structure the work (focus on the problem space)
- Expand options before narrowing
- Separate thinking from generating
- Gain commitment before output
- Make stopping explicit





Use AI to amplify and augment human skills



AI coaching for API design



overview

This repository hosts a growing collection of AI coaches. Each coach is an interactive, in chat assistant that helps developers, designers, and architects think more clearly about API design using narrative first reasoning, structured exploration, and affordance aware techniques.

Every coach is a context kit. It is a self contained Markdown file that you can load into any modern LLM. Once loaded, the coach guides you through a deliberate workflow that turns early ideas into well formed API artifacts.

The coaches follow the AI guided reasoning and exploration framework. They are built to support human decision making, not automate it. The tools help you find intention, surface constraints, and shape structure while keeping you in control of the design process.

O'REILLY®

Early
Release
RAW &
UNEDITED

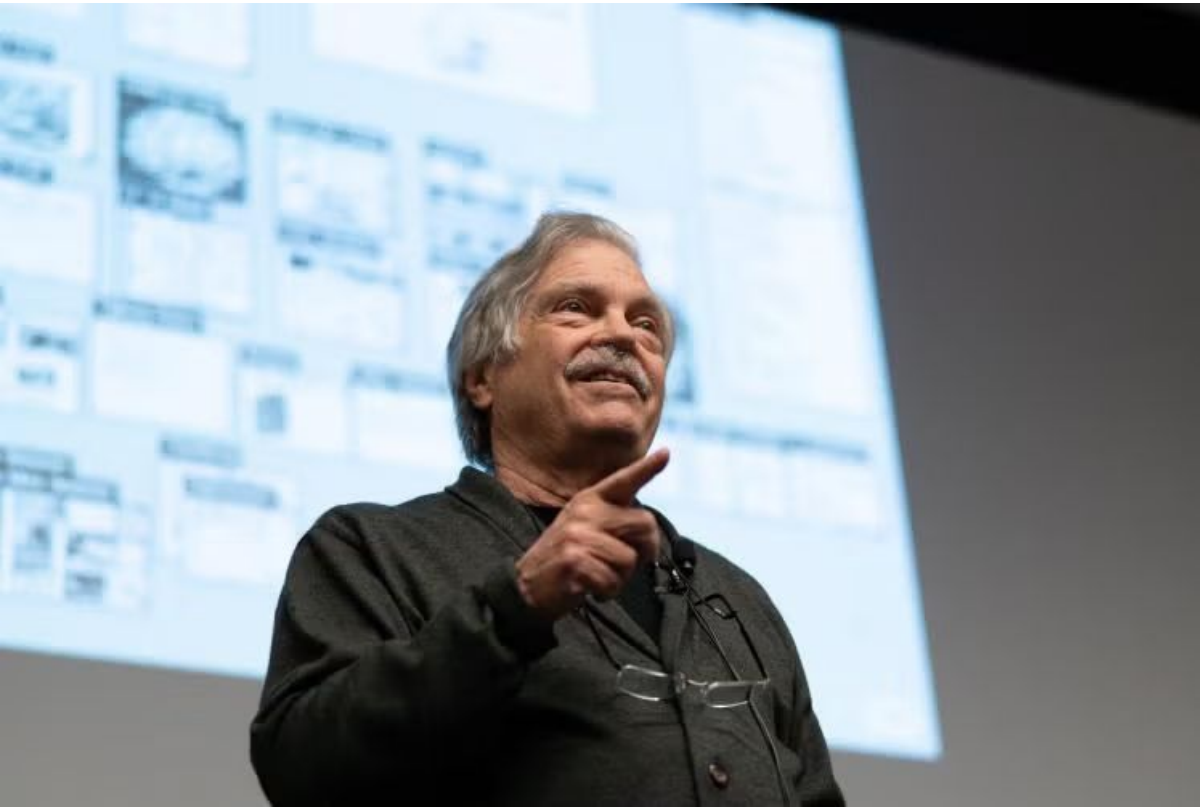


AI-Driven API Design

Augment, Amplify, and Accelerate with AI

Mike Amundsen

One more thing



*“The best way
to predict the
future is to
invent it.”*

– Alan Kay

From Automation to Augmentation

Designing AI Coaches That Amplify Expertise



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